second opening structure is arranged to connect the third frame part to the first frame part in a rotating manner, and the angle between the rotation axis of the first opening structure and the rotation axis of the second opening structure is 70 to 170 degrees.

4. The device according to claim 1, wherein in the second, open position the second frame part and the third frame part are arranged to be positioned next to each other.

5. The device according to claim 1, wherein in the second, open position the second frame part and the third frame part are arranged to touch each other at least partly.

6. The device according to claim 1, wherein the device in addition comprises position detection means for detecting the position of the frame parts.

7. The device according to claim 1, wherein the device in addition comprises locking means for locking the mutual position of the frame parts in the second position of the device.

8. The device according to claim 1, wherein in the first position of the device the first surface of at least the third frame part forms the user interface of the device, and in the second position of the device, at least the first surface of the first frame part, the first surface of the second frame part and the first surface of the third frame part form the user interface of the device.

9. The device according to claim 1, wherein one or more frame parts comprise at least one of the following: a display, a touch screen, a keypad, a button.

10. The device according to claim 9, wherein two frame parts form the keypad assembly in the second position of the device.

11. The device according to claim 9, wherein the first surface of at least the third frame part comprises at least a display, which is in the use position when the device is in the first or second position.

12. The device according to claim 1, wherein the device is one of the following: a mobile communication device, a communication device, a computer, a camera, a game.

13. A method for controlling a user interface of an electronic device, which device comprises at least

a first frame part, a second frame part and a third frame part, which are arranged movable in relation to each other,

a first opening structure, which is arranged to connect the first frame part to the second frame part, and

a second opening structure, which is arranged to connect the first frame part to the third frame part, and the first, second and third frame parts are arranged in such a manner that the device has at least two positions, of which

in the first, closed position the frame parts are substantially on top of each other and/or within each other,

in the second, open position the second frame part is transferred at least partly away from the first frame part by means of the first opening structure and the third frame part is moved at least partly away from the first frame part by means of the second opening structure,

wherein in the second, open position the second frame part and the third frame part of the device are arranged to be positioned in the vicinity of each other, in which case the method comprises

detecting the position of the device and on the basis of the position data

controlling the user interface.

14. The method according to claim 13, wherein by changing the position of the device from the first position to the second position, or from the second position to the first position, a function of the user interface is set on or off.

15. The method according to claim 14, wherein the function is at least one of the following: a call, writing, reading, a game.

16. The method according to claim 13, wherein the frame parts of the device comprise actuators, whose state is controlled on the basis of the position of the device in such a manner that when the device is in the first position, the actuators of the first surface of at least the third frame part are activated, and when the device is in the second position, the actuators of the first surface of at least the first frame part, the first surface of the second frame part and the first surface of the third frame part are activated.

17. A computer program, which comprises commands for controlling a user interface of a device, which device comprises at least

a first frame part, a second frame part and a third frame part, which are arranged movable in relation to each other,

a first opening structure, which is arranged to connect the first frame part to the second frame part, and

a second opening structure, which is arranged to connect the first frame part to the third frame part,

and the first, second and third frame parts are arranged in such a manner that the device has at least two positions, of which

in the first, closed position the frame parts are substantially on top of each other and/or within each other,

in the second, open position the second frame part is transferred at least partly away from the first frame part by means of the first opening structure and the third frame part is moved at least partly away from the first frame part by means of the second opening structure,

wherein in the second, open position the second frame part and the third frame part of the device are arranged to be positioned in the vicinity of each other, in which case the program comprises at least commands

for detecting the position of the device,

for forming the position data, and

for controlling the user interface on the basis of the position data.

18. The computer program according to claim 17, wherein the program comprises commands for setting the functions of a user interface on or off when the position of the device is changed from the first position to the second position or from the second position to the first position.

19. The computer program according to claim 18, wherein the function is at least one of the following: a call, writing, reading, a game.

20. The computer program according to claim 17, wherein the frame parts of the device comprise actuators, and the program in addition comprises commands for controlling the functions of the actuators on the basis of the position of the